

Scoreboard Operator's Instructions MPCX2 Segment Timer Control



Since 1934

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These Instructions are for the Following Models:

<u>LED models:</u>				<u>Incandescent models:</u>	
27xx	9505	3500	7504	24xx	9405
26xx	9510	3502	7505	3020	9410
25xx	9515	3504	7516	3400	7404
4755	9520	3514	7520	3402	7405
4555-D	9605	3515	7524	3404	7416
1520	9610	3516	7525	3414	7424
1525	9620	3520	7530	3415	7425
1515	9710	3525	76xx	3416	7430
1620	9715	3534	86xx	3425	SCD-4
1625	SCD-5	3550	SSC-T5/T9	3434	DGT-2
1615	SCD-T5	3555	56xx	3455	S60
1632	SCD-7	36xx	200		1415
SEG-14/PT-14	SCD-T7		230		1020
SEG-18/PT-18	DGT-6				1025
PSC-14	DGT-5(A)				
PSC-18	S60-LED				

Note: Some features may not be available on some models.

May not be compatible with certain older scoreboards

Thank You

Thank You for choosing NEVCO. We appreciate your business.

The following instructions will help you become familiar with the operation and features of the scoreboard system.

Please take a few minutes to study this manual, and to practice with the control.

If you ever have any questions or comments, please call or email us.

NEVCO GUARANTEE

To view or receive the most recent copy of the Guarantee, please visit our website, www.nevco.com or call 1-618-664-0360

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<p>USA TOLL-FREE 800-851-4040 CANADA TOLL-FREE 800-461-8550 International Telephone: +1-618-664-0360</p>
<p>Website: www.nevco.com Email: info@nevco.com</p>



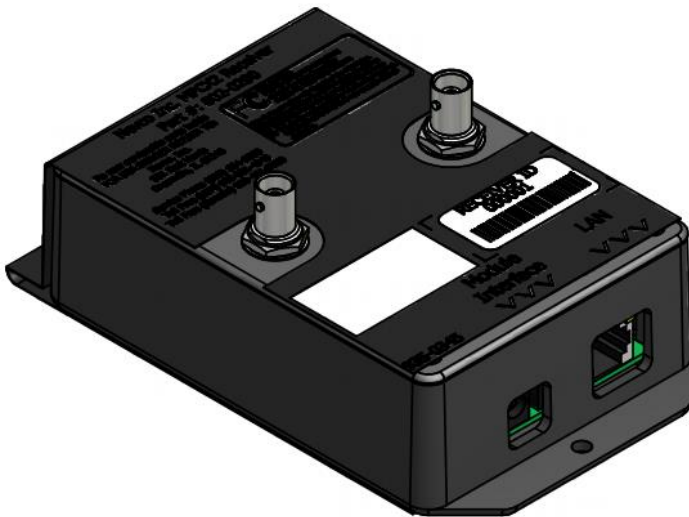
MPCX2 Segment Timer CONTROL (front view)



MPCX2 CONTROL (rear view)



MPCX2 Receiver for use with outdoor x6xx and indoor x7xx scoreboards.



MPCX2 Receiver for use with scoreboards that pre-date x6xx outdoor and x7xx indoor scoreboards. (Boards that have coax input only)

NOTE: *This version can also be used in addition (but not simultaneous operation) to a W6 system for dual operation by connecting the W6 receiver or wired coax of the MPC-5/6 connection to the coax input of the X2 receiver.*

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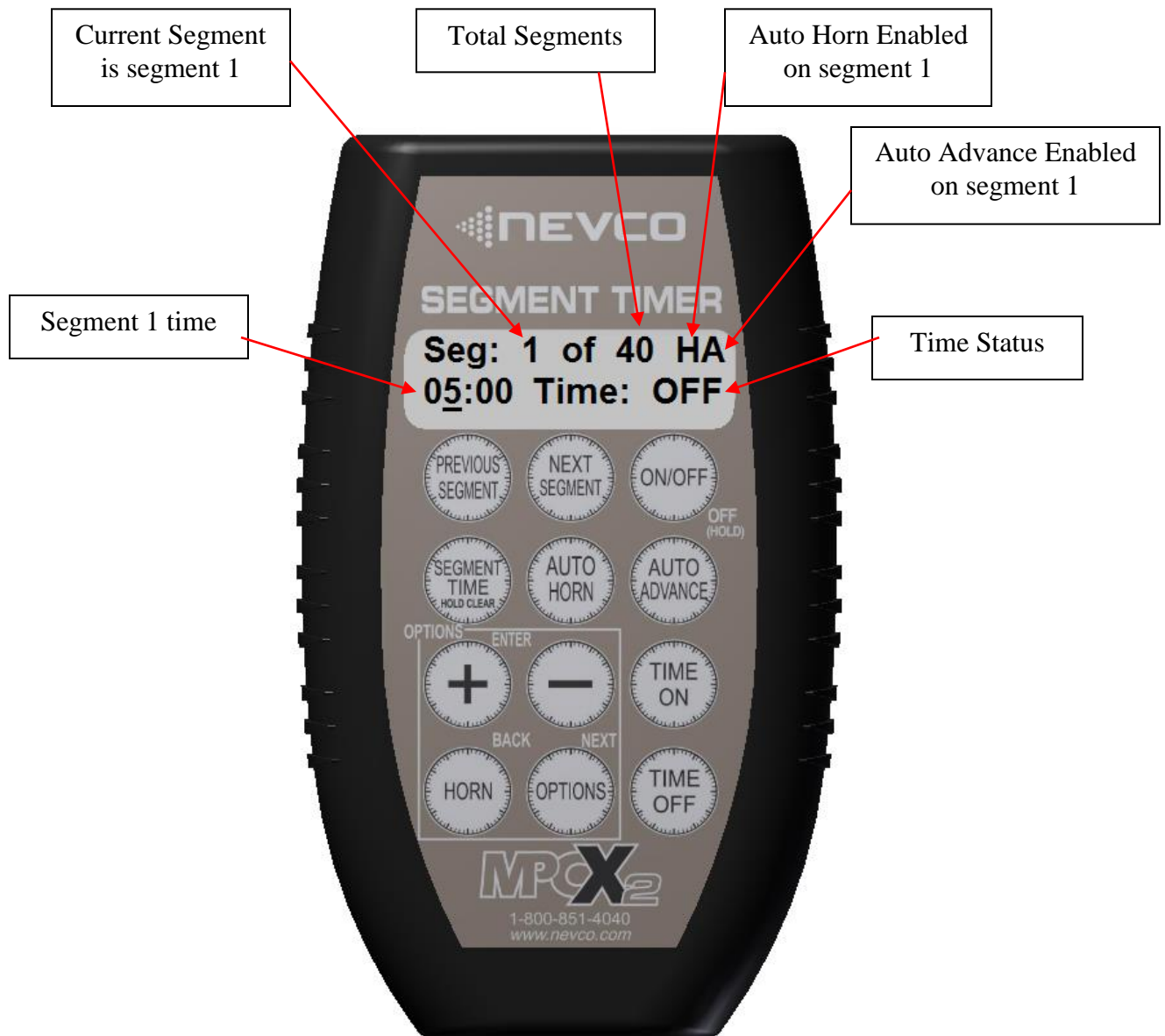
SEGMENT TIMER

Introduction

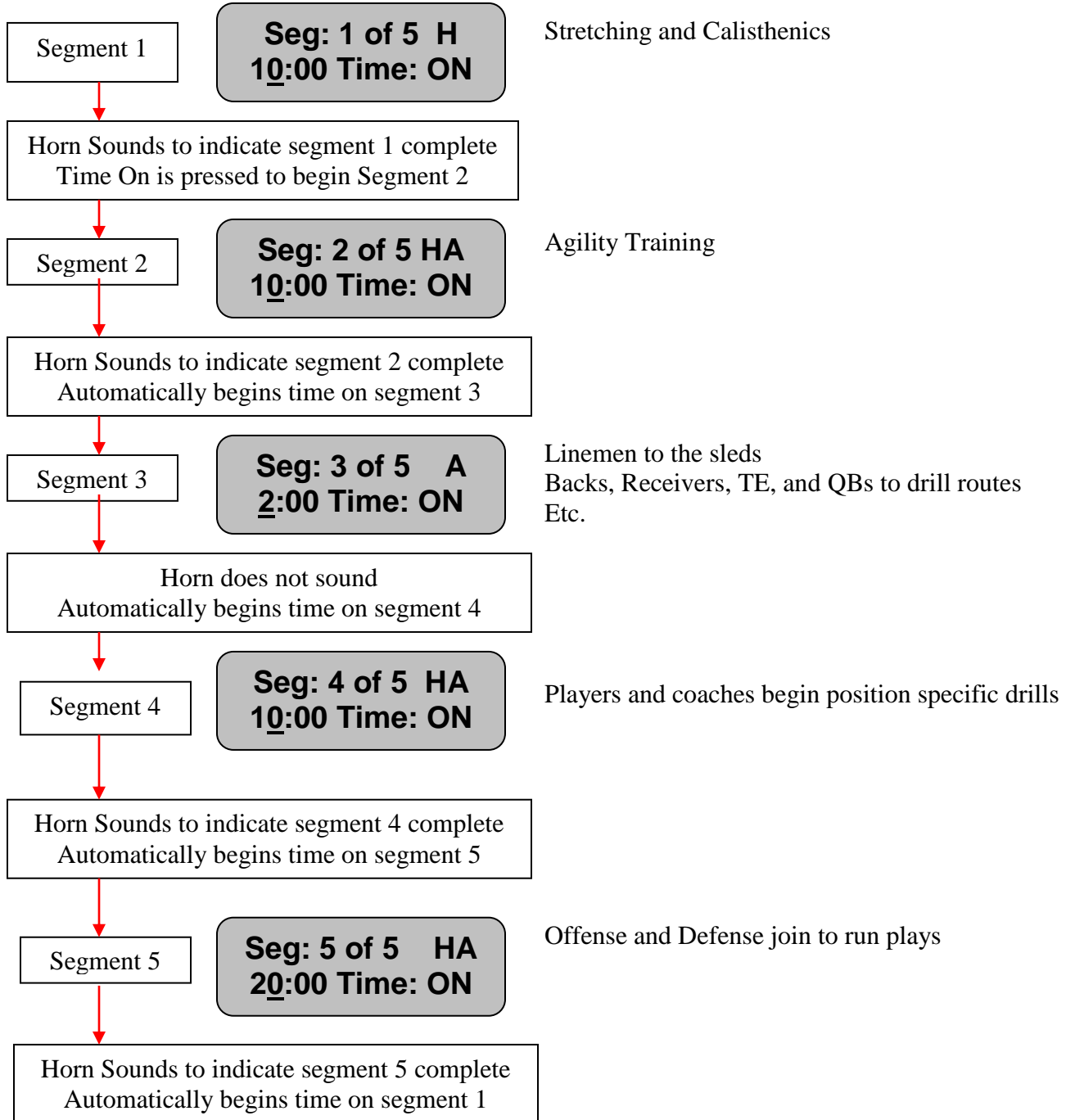
A segment timer is used for pacing organized practices. Typically, a segment consists of a practice event (playbook time, running drills, breaks, etc) that is run for a set period of time. Once the time has expired, a new segment is entered and the drill changes. The segment timer will count down from the programmed segment time to zero. The Segment timer control has a maximum of 40 segments.

The MPCX2 Segment Timer Control controls the Portable Segment Timer and compatible Nevco scoreboards. The MPCX2 Segment Timer Control can also be used to run segments on a compatible Nevco scoreboard. The segment number displays in the “Home Score” position and the time displays in the main time position.

Display



Example Segment Timer Project



MODEL TYPE

The Scoreboard settings on the segment timer change the MPCX2 to be compatible to different (compatible) Nevco scoreboard types. There are two settings (Type E and Type F) that are specifically for the segment timer. These two change the display options for the segment timer.

Model Type Compatibility

Indoor

Scoreboard Model Type A (+)

For Models 27xx, 26xx, 25xx, SEG-14/PT-14, SEG-18/PT-18, 9510, 200, 230, SCD-T7, SCD-7, SCD-T5, SCD-5, SCD-4, 9515, S60-LED, S60, 4755, 4555-D, 9710, 24xx, 9410, PSC-14, PSC-18

3000 Series

Scoreboard Model Type B (+)

For models 3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 9505, DGT-5, 9405, 3020, 3400, 3402, 3414, 3415, 3416, 3425, 3434, 3455, and 9515

7000 Series

Scoreboard Model Type C (+)

For models 7504, 7505, 7516, 7520, 7524, 7525, 7530, 9505, DGT-5, 9405, 7404, 7405, 7416, 7424, 7425, 7430, DGT-2, and 9515

1000 Series

Scoreboard Model Type D (+)

For Models 1520, 1525, 1515, 9505, 9405, and 9515

Standalone Timer

Scoreboard Model Type E (+)

For Models SEG-14/PT-14, SEG-18/PT-18, PSC-14, and PSC-18

Standalone Segment only

Scoreboard Model Type F (+)

For Models SEG-14/PT-14, SEG-18PT-18, PSC-14, and PSC-18

X6XX Series

Scoreboard Model X6XX (+)

For Models X6XX

Model Type Display Functionality

Scoreboard

Indoor (A), 3000 Series (B), 7000 Series (C), 1000 Series (D), and X6XX all display the same on a scoreboard.

- The segment number is recorded in the home score section of the scoreboard.
- Segment time is displayed and counts down in the main time area.
- Auto Horn works the same if the compatible scoreboard has a horn

Segment Timer

Standalone Timer (E) and Standalone Segment (F) display different data on the segment timer.


Standalone Timer (E)

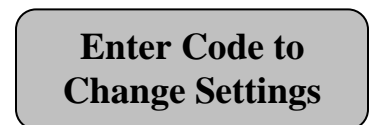
- Flashes the current segment for the first 5 seconds of the segment
- Displays 2 digits of segment time after flashing.
 - If time is above a minute the display will display the minutes in the segment
 - If time is below a minute the display will count down the seconds

Standalone Segment (F)

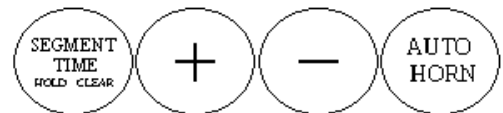
- Displays the current segment
- Display flashes current segment for the final 10 seconds of the current segment

Changing Model Types

Step 1. Press the  button until the display reads



Step 2. Enter the “Code” with the buttons in the sequence



Step 3. Continue pressing the  button until the display reads



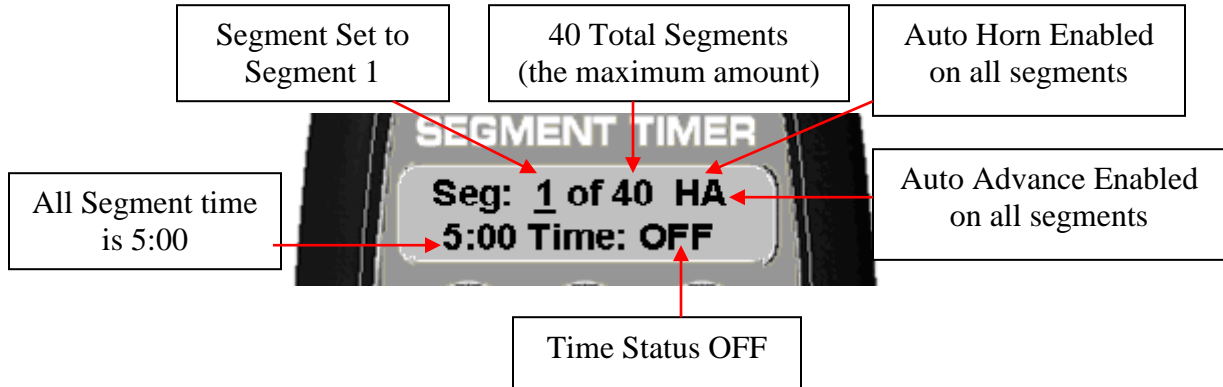
Step 4. Press the  button to toggle thru the scoreboard models until desired model type is displayed

Step 5. When desired model type is displayed press PREVIOUS SEGMENT, NEXT SEGMENT, SET TIME, TIME OFF, or TIME ON to select model type and save it.

FACTORY SETTINGS

Segment Timer Project

The Segment timer MPC-X is preprogrammed with a full segment timer project from the factory. Following is the project settings:



Scoreboard Settings

The scoreboard settings preprogrammed into the control are the brightness setting and the scoreboard model type setting.

- Display Brightness is set to bright
- Scoreboard model type is set to type A (Indoor)

STARTUP GUIDE

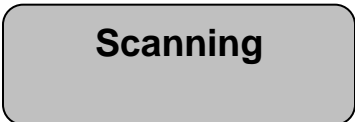
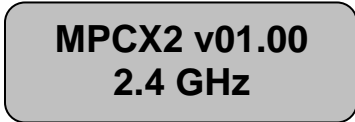
To Begin

Note: It is assumed here that the control has been linked to the desired receiver(s) and, the MPCX2 is configured to the scoreboard/timer being used. This function is explained in the setup guide that comes with a new control. It is assumed that the receiver is powered ON.

Press



The control will display a greeting while it establishes communications with its receiver(s). (Up to 20 seconds).
Note: v01.00 for example, indicates the software version of the control



Finally, the display will show the Segment (Seg), the total number of segments, the current segment time, and time status **Note:** The cursor indicates the active function.

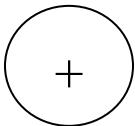


To Insert a Segment

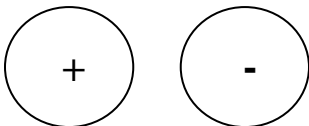
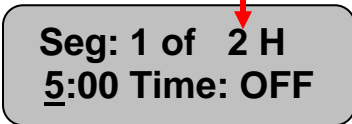
Time must be off to insert a segment



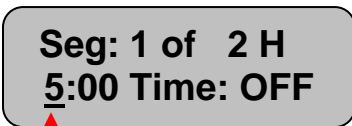
To insert a segment first press "OPTIONS" the first option to come up will be to insert a segment.



Press the "+" and new segment will be placed at the end and will be copied from the previously last segment.
Note: A segment cannot be inserted (added) if there are already 40 segments.

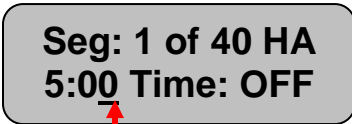


After inserting a new segment the time in minutes of the inserted segment is immediately modifiable by pressing the "+" or "-" buttons.

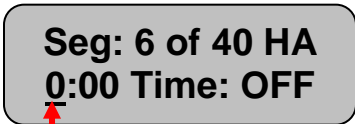


To modify seconds in this process

Note: Each segment has maximum time limit of 99 minutes and 59 seconds.

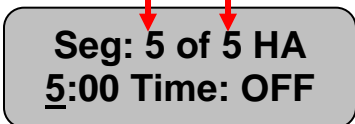


Setting a time of 0:00 on a segment will delete the current segment being modified and all segments after it




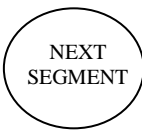
To do this using this segment first set the time to 0:00

Then press NEXT SEGMENT or PREVIOUS SEGMENT




To Edit a Segment

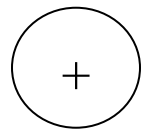
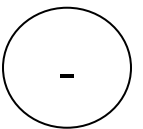
Time must be off to edit a segment


Press  or  until “Seg: 1” displays or select segment desired to edit

Seg: 1 of 40 HA
0:31 Time: OFF

Press  This will allow adjustment for the minute’s section of the segment timer.

Seg: 1 of 40 HA
0:31 Time: OFF

Use the  or  keys to enter the desired number of minutes

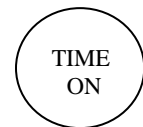
Press  This will allow adjustment for the second’s section

Seg: 1 of 40 HA
0:31 Time: OFF

Note: Hold the key down for fast advance

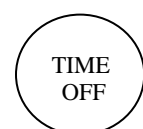
Press the “Next Segment” key to save your segment and update the segment timer

To Start the Timer

Press  The control will display

Seg: 1 of 40 HA
0:31 Time: ON

To Stop the Timer

Press  The control will display

Seg: 1 of 40 HA
0:31 Time: OFF

Please consult the following sections of this manual for more details, functions, and feature

KEYBOARD FUNCTIONS

GREETING screen

MPCX2 v01.00
2.4 GHz

Scanning

GREETING

When the control is Powered ON, the greeting showing the **type of control, the software version, and the frequency it is broadcasting**. It will then display **scanning** for the remaining time until the control establishes communications with its receiver(s). (May take up to 20 seconds)

Accessed
by
pressing

ON/OFF

ON/OFF

When you are done using the control turn it OFF to conserve batteries by holding down the OFF key for 2 seconds.

Note: *In multiple controller setups. Verify that the second to last controller is powered off before powering off the last controller so that the receiver gets the power off command.*

Note: Always power ON the receiver(s) (scoreboard(s)) first, and wait a few seconds for the receiver(s) to initialize (red LED illuminates) before powering ON the control. If the control is already ON, turn it OFF, wait a few seconds, and then turn it back ON.

Note: If, when the main screen appears, the scoreboard remains dark and does not respond to the control, then the receiver was not found. Power the control OFF, make sure all associated receivers are powered ON, and power on the control again. Please allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

Note: If the scoreboard fails to respond to the control, power the control OFF, wait a few seconds, and then try again. Please allow time for each control to complete its powering ON process (main screen appears) before turning ON another control.

MAIN screen

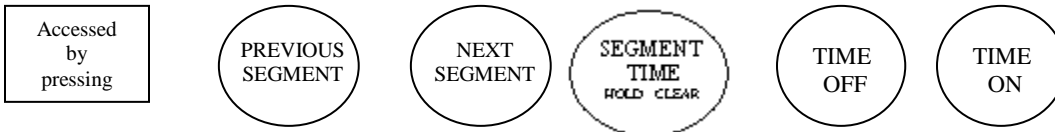
Seg: 1 of 40 HA
0:31 Time: OFF

MAIN

The main screen shows the selected **Segment**, **Total Segments**, **Auto Horn** state, **Auto Advance** state, **Time**, and **Time** status.

Main screen options change depending on the state of the control. Therefore this section will be split into three sections.

1. Time ON
2. Time OFF
3. After SKIP connection or not connected.

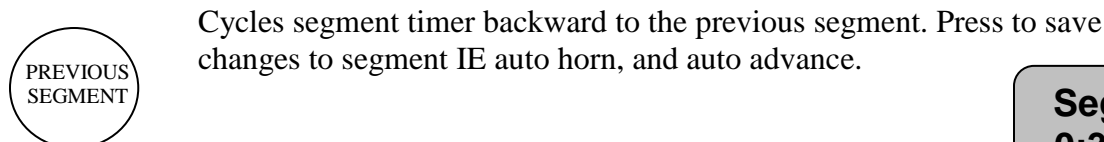
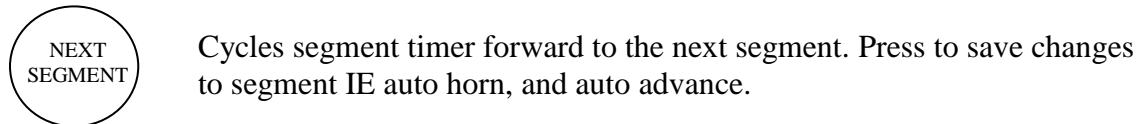


1. Time ON

Following are the MPCX2 controls with time set to ON

Segment Selection

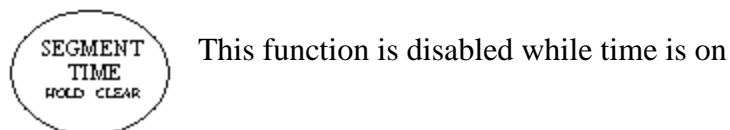
When selecting a segment when time is ON, the segment timer will flash which segment it is currently on for 5 seconds then continue counting down the segment time.



Seg: 2 of 40 HA
0:31 Time: ON

Segment Editing

Segment editing is disabled when time is on. The following functions lead to the “Time Off To Edit” screen



Time Off To Edit
Press (+)

Setting Segment Function Options

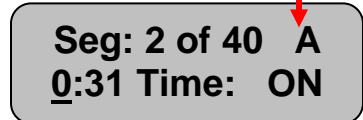
Segment function options are:

Auto Advance – Enables the segment to automatically advance to the next segment when the time is completed. If it is not enabled then the segment will advance to the next segment, but the time will be set to OFF.

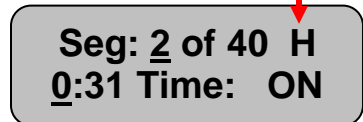
Auto Horn – When a segment completes that has “Auto Horn” enabled the horn will sound



Adds or removes auto advance to the highlighted segment
If auto advance is off and the segment completes, time will display as OFF until Time On is pressed



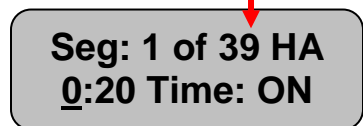
Adds auto horn to the highlighted segment



Removing a Single Segment



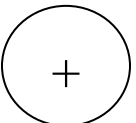
Hold to delete current segment. Each segment number will go down by 1 (2 is now 1 etc) and total segments will decrease by one each time this is done.



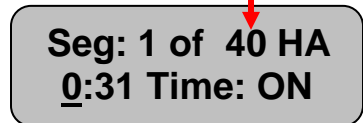
Inserting a Segment



To insert a segment first press “OPTIONS” the first option to come up will be to insert a segment.



Press the “+” and a new segment will be copied from the last segment and added to the segment list in the last segment spot.

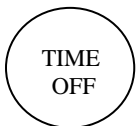


Horn Function

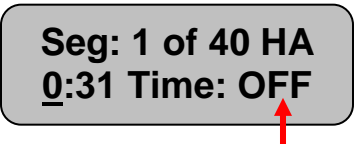


Sounds the horn

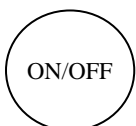
Time Function



Turns the time off



MPCX2 Power function



Turns the control and segment timer off



2. Time Off

Following are the MPCX2 controls with the time set to OFF

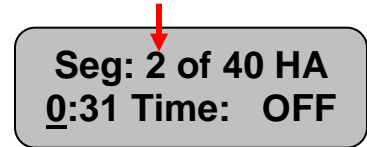
Segment Selection



Cycles segment timer forward to desired segment
Press to save changes to segment IE time, auto horn, and auto advance.



Cycles segment timer backward to desired segment.
Press to save changes to segment IE time, auto horn, and auto advance

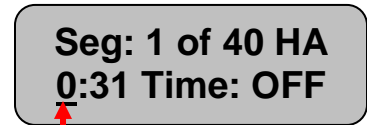


Setting Time

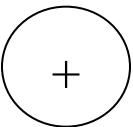
Follow these steps to set the time on each segment desired to use.



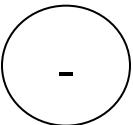
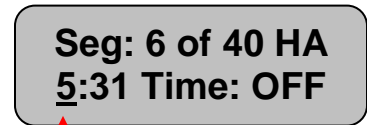
One press of the SET TIME button will highlight the minutes of the current segment to be edited



Additional presses will toggle between editing minutes and seconds of the selected segment

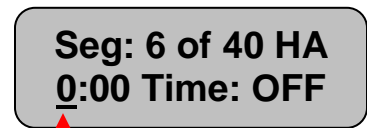


Use the “+” or “-” keys to change the time settings for minutes or seconds



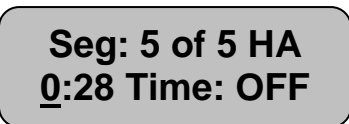
Note: *Each segment has maximum time limit of 99 minutes and 59 seconds.*

Setting a time of 0:00 on a segment will delete the current segment being modified and all segments after it



To do this using this segment first set the time to 0:00

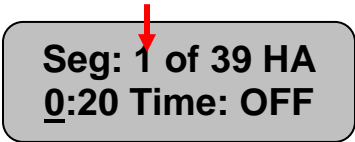
Then press NEXT SEGMENT or PREVIOUS SEGMENT



Removing a Segment



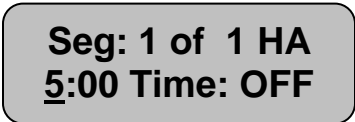
Hold to delete current segment. Each segment number will go down by 1 (2 is now 1 etc) and total segments will decrease by one each time this is done.



Clearing Multiple Segments

Clearing multiple segments will delete the current segment selected *and* all segments after it
To clear segments go through the *setting time* process and set the time to 0:00

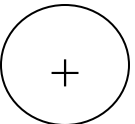
If all segments are cleared the MPCX2 will default to



Inserting a Segment



To insert a segment first press “OPTIONS” the first option to come up will be to insert a segment.



Press the “+” and a new segment will be copied from the last segment and added to the segment list in the last segment spot.



Setting Segment Function Options

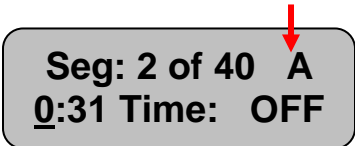
Segment function options are:

Auto Advance – Enables the segment to automatically advance to the next segment when the time is completed. If it is not enabled then the segment will advance to the next segment, but the time will be OFF.

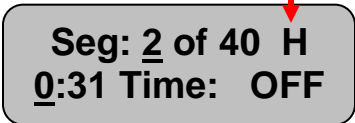
Auto Horn – When a segment completes that has “Auto Horn” enabled the horn will sound.



Adds or removes auto advance to the highlighted segment
If auto advance is off and the segment completes time will display as OFF until Time On is pressed



Adds auto horn to the highlighted segment

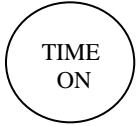


Horn Function



Sounds the horn

Time Function



Turns time on the segment timer.



MPCX2 Power function



Turns the control and segment timer off



3. After SKIP connection or not connected.

Following are the MPCX2 controls when not linked to a receiver

Note: Hold the lower left button on start up to skip connection on start up. The controller will also time out if a receiver is not present and will display the main menu.

Segment Selection

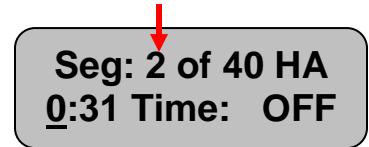
With no link to a receiver segment selection is functionally to select a segment to modify.



Cycles segment timer forward to desired segment
Press to save changes to segment IE time, auto horn, and auto advance.



Cycles segment timer backward to desired segment.
Press to save changes to segment IE time, auto horn, and auto advance

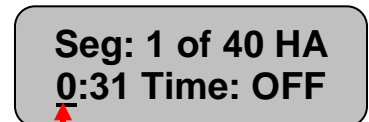


Setting Time

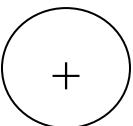
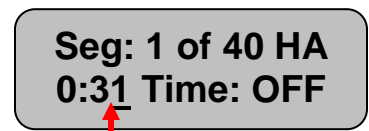
Follow these steps to set the time on each segment desired to use.



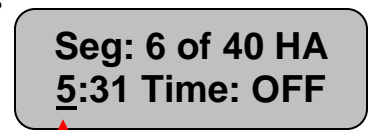
One press of the SET TIME button will highlight the minutes of the current segment to be edited



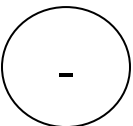
Additional presses will toggle between editing minutes and seconds of the selected segment



Use the “+” or “-” keys to change the time settings for minutes or seconds

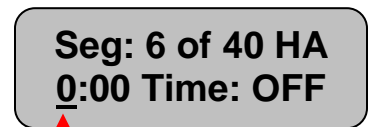


Note: Hold the key down for fast advance



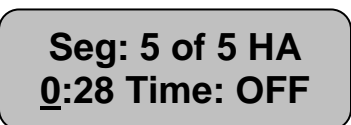
Note: Each segment has maximum time limit of 99 minutes and 59 seconds.

Setting a time of 0:00 on a segment will delete the current segment being modified and all segments after it



To do this using this segment first set the time to 0:00

Then press NEXT SEGMENT or PREVIOUS SEGMENT



Removing a Segment



Hold to delete current segment. Each segment number will go down by 1 (2 is now 1 etc) and total segments will decrease by one each time this is done.

Seg: 1 of 39 HA
0:20 Time: OFF

Clearing Multiple Segments

Clearing multiple segments will delete the current segment selected *and* all segments after it

To clear segments go through the *setting time* process and set the time to 0:00

If all segments are cleared the MPCX2 will default to

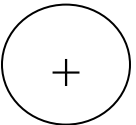
Seg: 1 of 1 HA
5:00 Time: OFF

Inserting a Segment



To insert a segment first press “OPTIONS” the first option to come up will be to insert a segment.

Insert Segment
Press (+)



Press the “+” and a new segment will be copied from the last segment and added to the segment list in the last segment spot.

Seg: 1 of 2 HA
5:00 Time: OFF

Setting Segment Function Options

Segment function options are:

Auto Advance – Enables the segment to automatically advance to the next segment when the time is completed.

If it is not enabled then the segment will advance to the next segment, but the time will be OFF.

Auto Horn – When a segment completes that has “Auto Horn” enabled the horn will sound.



Adds or removes auto advance to the highlighted segment
If auto advance is off and the segment completes time will display as OFF until Time On is pressed

Seg: 2 of 40 A
0:31 Time: OFF



Adds auto horn to the highlighted segment

Seg: 2 of 40 H
0:31 Time: OFF

Horn Function



Sounds the horn

MPCX2 Power function



Turns the control and segment timer off



Options Menu

Several option settings are available to fine tune the scoreboard system to your needs. These settings are saved in the control. They are remembered even if the control is turned OFF or the batteries removed. When a control turns ON the scoreboard, these settings are sent to the scoreboard and are used to define how it operates. This allows each coach or group to have their own control with its unique option choices, thus eliminating the need to set up the options every time the scoreboard is used. For example, Brightness (Baseball – day time) (Soccer – night time).

It is also possible to use more than one control to operate the scoreboard. For instance, the Time can be controlled by one person while someone else operates the rest of the scoreboard with another control.

Standard Options

The options key can be used to access the following features. Each press of the options key moves you to the next option screen.

Note: In this illustration the cursor indicates the default factory settings.

Note: You can return to the main screen at any time by pressing PERIOD / SCORE.

OPTIONS

Clear Scoreboard
Press(+)

Allows you to clear the scoreboard data.

Note: *The period will be set to 1, scores will be set to 0, and all other data are set to blank.*

Edit ETN
Press(+)

Allows you to edit the Electronic Team Name for both Home and Guest.

Note: *The ETN can only be edited when time is stopped.*

Guests ETN
Press (+)

Note: After pressing the “+” key to get into the ETN menu, press the “Options” button to switch between Home and Guest ETN’s.

Home ETN
Press (+)

Home ETN

–

Use the “+” to go increment the alphabet and the “-“ key to decrement the alphabet. Use the “Options” button to advance the cursor.

Note: *Hold the key down for fast advance.*

Time Up/Down
(+)Up (-)Down

Allows you to set the direction the timer will count.
Note: *In baseball the Time Up/Down control is in the At Bat / Time button.*

Brightness
(+)HIGH (-)LOW

Allows you to select the Brightness Level of the scoreboard. (High or Low)

Auto Horn
(+)On (-)Off

Allows you to enable or disable the automatic horn. (Sounds for about 4 seconds when time has expired).
Note: *In baseball the Auto Horn control is in the At Bat / Time button.*

Set Time of Day
Press (+)

Turns the control OFF and blanks all scoreboard functions except Time. Uses the displayed time as the set time if it is a valid Time Of Day. Otherwise blanks the entire scoreboard.
Note: *Not all scoreboard models support Time Of Day and thus not all controllers will display Time of Day.*

Battery Level
L>>>>>>>>>>>>>>>H

Reports the condition of the batteries in the control.
Note: *“Low Battery!!!” Will display when it is approaching time to change batteries. When 0 bars of battery life are left the batteries must be replaced immediately.*

Signal Strength
L>>>>>>>>>>>>>>>H

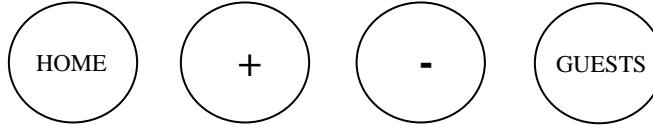
Allows you to check signal strength when connected to a receiver. Used as an indication of reliability of communications. Affected by distance, battery condition, obstructions and signal interference.

Advanced Options

Enter Code to
Change Settings

This menu option allows you to access settings that affect how the control operates. Generally, these settings need not be changed and should only be changed by an experienced operator or under direction from the Nevco Service Department.

Press the following key sequence:




- a. Segment timer - (Segment time) (+) (-) (Auto Horn)
- b. Shot Clock/Pitch Time/Delay Of Game - (Reset 1) (+) (-) (Reset 2)

to gain access to the following additional menu items.

Or

Press the OPTIONS key to return to the main screen.

Link Menu
Press (+)

This menu option allows the user to add a receiver ID, delete a receiver ID, and to view the status of which ID's are programmed and enabled or disabled. Press the  button to scroll through the different link menus.

Please refer to sections "Mating a New Control to Receiver(s)" and "Adding, Deleting or Enabling/Disabling Receiver ID's" for detailed instructions.

The Network Analyzer allows the user to see the number of receivers connected and see the integrity of the network in percentage.

Add a Rec ID
Press (+)

Delete a Rec ID
Press (+)

View Rec ID's
Press (+)

Network Analyzer
Press (+)

Setting Scoreboard Model

OPTIONS

The next press of the options key will display one of the following screens. It indicates which of the scoreboard model series the control is currently configured to operate. Use the "+" key to toggle thru the scoreboard models. Press the OPTIONS key again to exit the options routine. **The last scoreboard series displayed will become the new control configuration.**

Scoreboard Model

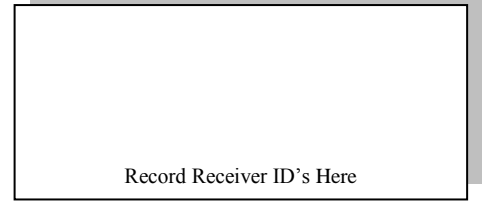
Refer to the Scoreboard Model table found below for the appropriate scoreboard model to be used with your scoreboard.

MPCX2 Control / Receiver setup procedure

Before using the MPCX2 control it must be mated to the receiver(s) and set for the model of scoreboard that you wish to operate.

Mating a New Control to Receiver(s)

Step 1. Record the receiver(s) ID's located on the receiver box before installation for future reference. Multiple receivers can be used with multiple controllers all on the same network. (The serial number is in the battery door on a segment timer)



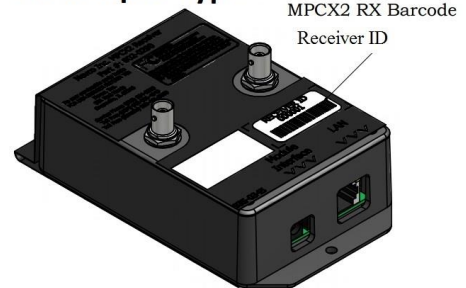
Step 2. Install the receiver(s) into the scoreboard and power up the receiver(s) that are to be used.

- a. Standard Installation – Uses the RJ12 output of the receiver.
- b. Rain Type Box Installation – Uses the coax output of the receiver and a 9VDC power supply.

Standard Type



Coax Input Type



Step 3. Wait approximately 15 seconds after the receiver has been turned on before turning on the MPCX2 controller in order to allow enough time for the receiver to be initialized.

Step 4. Insert the batteries included with the MPCX2 control or turn the control ON by pressing



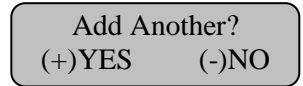
The display will read:

Step 5. Enter in the receiver ID's located on the receiver box using the controller keypad buttons (NEXT) to move the cursor and or to increment or decrement each digit.

When done press the (BACK) button in the lower left corner.

Step 6. The screen will then prompt with.

Step 7. Pressing will reset the controller. Pressing will allow additional receiver ID's to be entered into the controller and will display the message.


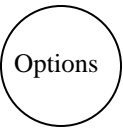
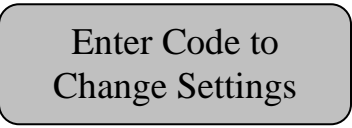

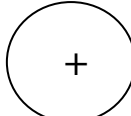
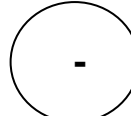

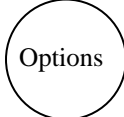
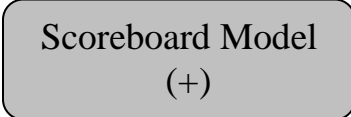

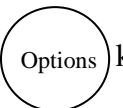


Step 8. If additional receivers are to be added then select and repeat steps 5 through 6. If additional receivers do not need to be added then select and the controller will be reset.

Setting the Control for Your Model of Scoreboard

This procedure is not necessary if you have one of the following models:

1500, 1510, 1530, 1535, 1550, 1600, 1610, 1630, 1635, 1650, 1000, 1010, 1030, 1035, 3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9505, 9715, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405, 9550, SCD-5, SCD-7, S60-LED, S60, SCD-4.
And for any sport except Soccer: 2700, 2710, 2715, 2740, 2750, 2760, 2770, 2775, 2600, 2610, 2615, 2640, 2650, 2670, 2675, 2500-D, 2500, 2500-A4-D, 2500-A4, 2540, 2540-A4, 2550-D, 2550, 2560, 200, 230, 9510, 9715, 9515, 9710, 2400, 2400-A4, 2440, 2440-A4, 2450, 2460, 9410

- Step 1. Turn the control on by pressing 
- Step 2. Press the  button until the display reads 
- Step 3. Enter the “Code” with the buttons in the sequence
- Segment timer - (Segment time) (+) (-) (Auto Horn)    
 - Shot Clock/Pitch Time/Delay Of Game - (Reset 1) (+) (-) (Reset 2)
- Step 4. Continue pressing the  button until the display reads 
- Step 5. Press the  key to select the scoreboard model shown in the table below.
- Step 6. Press the  key to exit the menu.

Multiple Receivers and Controllers

Both multiple controllers and receivers can be on the same network.

Multiple Controllers

For example, one person with a controller can control Game Time and another person with a separate controller can control Game Score of the same game on the same scoreboard. Multiple controllers can be used for any combination of game data.

If a second controller is powered on after the first powered on controller has been initialized, then the second controller will be configured with the same Scoreboard Model described in the “Setting the Control for Your Model of Scoreboard” section.

Multiple Receivers

Multiple receivers can be used on the same network. One example could be separate scoreboards for the same game or in the case of basketball one receiver controls the scoreboard while other receiver(s) control the shot clock(s).

MPCX2 Control	Scoreboard Model	Screen to Select
Football	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 1632, 9605, 9715, 9505, 9515, 3400, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 9405	Type A (+)
	7504, 7505, 7516, 7520, 7524, 7525, 7530, 9505, 9515, 7404, 7405, 7416, 7424, 7425, 7430, 9405, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3655, 3656, 7604, 7614, 7624, 7605, 7615, 7625, 7616, 7620, 7630, 7631, 7632	Type B (+)
	All 36XX, 76XX, and 86XX boards	X6XX (+)
	3680, 3685, 3688, 7680, 7685 (Reorders Intelligent Caption to Ball On, Down, To Go, Quarter)	X6XX Legacy (+)
Soccer	1515, 9505, 9515, 1615, 1632, 9605, 9715, 1415	Type A (+)
	1520, 1525, 9505, 9515, 1620, 1625, 9605, 9715, 1020, 1025, 9405, 9410	Type B (+)
	3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 3555, 9605, 9505, 9715, 9515, 3402, 3404, 3414, 3415, 3416, 3425, 3434, 3455, 9405	Type C (+)
	7504, 7524, 9505, 9515, 9605, 9715, 7404, 7405, 7424	Type D (+)
	7604, 7605, 7614, 7615, 7616, 7620, 7624, 7625, 7630, 7631, 7632, 3600, 3602, 3604, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3625, 3634, 3650, 3655, 7505, 7516, 7520, 7525, 7530, 9505, 9515, 9715, 7405, 7416, 7425, 7430, 9405, 9410, 3680, 3685, 3688, 7680, 7685, 8601, 8602	Type E (+) Supports Intelligent Captions
	200, 230, 24xx, 25xx, 26xx, 27xx, 9510, 9515, 9710, 9715	Type F (+)
	3656, 3657	Type G (+) Supports Intelligent Captions
	4455, 4465, 4755, 4555, 4565, 4765, 9710, 9715	Type H (+)
SCD / DGT / PCD / PSC	SCD-5, SCD-7A, SCD-T7A, SSC-7, SSC-T5, SSC-T9, S60-LED, S60, SCD-4	Shot Clock (+)
	DGT-6	Delay Of Game (+)
	DGT-5, DGT-2, 3020	Legacy DOG (+)
	SEG-14/PT-14, SEG-18/PT-18, PSC-14, PSC-18	Segment Timer (+)
	9520, 9620	Pitch Timer (+)
Tennis	9550 Set one control to each of 6 courts => 9650 Set one control to each of 6 courts => 9651B 9652B	Standard Current Court: 1 New Court: 2

MPCX2 Control	Scoreboard Model	Screen to Select
Baseball	1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
	1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
	1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685, 8601, 8602	X6XX Timer (+)
	1600, 1609, 1610, 1630, 1635, 1640, 1650, 3656, 3680, 3685, 3688, 7680, 7685, 8601, 8602	X6XX Standard (+)
	1603, 1604, 1606, 1608, 1609	X6XX by Inn
Pitch Count	PCD-(A, 08, 10, 16, 18) With Models 1000, 1010, 1030, 1035, 1500, 1510, 1530, 1535, 1550	Standard (+)
	PCD-(A, 08, 10, 16, 18) With Models 1003, 1006, 1503, 1506, 1508, 1540, 1603, 1604, 1606, 1608, 1609	Score by Inn (+)
	PCD-(A, 08, 10, 16, 18) With Models 1015, 1020, 1025, 1515, 1520, 1525, 9505, 9515, 9605, 9715	With Timer (+)
	PCD-(A, 08, 10, 16, 18) With Models 1615, 1620, 1625, 1632, 3656, 3680, 3685, 3688, 7616, 7680, 7685	X6XX Timer (+)
	PCD-(A, 08, 10, 16, 18) With Models 1600, 1609, 1610, 1630, 1635, 1640, 1650, 3600, 3656, 3680, 3685, 3688, 7680, 7685	X6XX Standard (+)
Basketball, Volleyball, Wrestling, or Hockey	No setting required	Type A (+)
Segment Timer	27xx, 26xx, 25xx, SEG-14, SEG-18, 9710, 9510, 200, 230, SSC-7, SSC-T5, SSC-T9, SCD-7A, SCD-T7A, SCD-T5, SCD-5, SCD-4, 9715, 9515, S60-LED, S60, 4755, 4555-D, 24xx, 9410, PSC-14, PSC-18	Type A (+)
	3500, 3502, 3504, 3514, 3515, 3516, 3520, 3525, 3534, 3550, 36xx, 1632, 9605, 9505, DGT-6, DGT-5, 9405, 3020, 3400, 3402, 3414, 3415, 3416, 3425, 3434, 3455, 9515, 9715	Type B (+)
	36xx, 76xx, 7504, 7505, 7516, 7520, 7524, 7525, 7530, 9605, 9505, DGT-6, DGT-5, 9405, 7404, 7405, 7416, 7424, 7425, 7430, DGT-2, 9515, 9715	Type C (+)
	1520, 1525, 1515, 9505, 1620, 1625, 1615, 9605, 9715, 9405, 9515	Type D (+)
	SEG-14/PT-14, SEG-18/PT-18, PSC-14 and PSC-18 Segment Time only	Type E (+)
	SEG-14/PT-14, SEG-18/PT-18, PSC-14 and PSC-18 Segment Number only	Type F (+)
	All X6XX boards with timers	X6XX (+)

TROUBLESHOOTING CHART

Problem	Cause	Solution	
Scoreboard will not turn ON when control is turned ON	Receiver not working or receiver/scoreboard not powered up	Cycle power to receiver/scoreboard	
Control continues to search after an unusually long time	Control signal weak	Battery level low	
	Check signal strength (see Options menu) Out of Range	Control in a poor location	Replace batteries
			Make sure the control is in clear line of sight of the scoreboard
		Move closer to scoreboard	
Data won't change on control	Control is linked to extra unwanted receivers or wanted receivers are not powered ON.	Use the Options Menu to check the receivers the control is linked to and the receivers on its list.	
Control display shows incorrect information	Control is not linked to this scoreboard	Find and use the control for this scoreboard.	
Cannot turn the time ON		Link the control to this scoreboard or group (see Options Menu)	
	Didn't sync up	Power control OFF, then ON	
Control is ON but scoreboard/timer is OFF (data is changing on control)	No power to scoreboard	Check all switches, breakers, and fuses	
	Bad connection between Receiver and scoreboard module	Check all cables and connections	
Scoreboard/timer is ON but does not respond to control	Control and receiver are not communicating	Turn control OFF, then ON to establish communications	
My control will not operate scoreboard (Out of Range)	Poor connection with bad line of sight to the scoreboard or distance is too great.	Return to a closer location with direct line of sight and verify Signal Strength and run Network Analyzer to determine and document connection integrity. If that does not work then cycle power to controller.	
I cannot set the time	The time is running	Stop the time first	
Cannot turn the time ON	Time at 0.0 and set to count down	Set some time on the clock	
Scoreboard is ON – Control is OFF	Batteries were removed while scoreboard ON	Install batteries -- power ON	
	Batteries were completely discharged while scoreboard is on	Cycle power at scoreboard	
Not all controls of a multi-control scoreboard system will operate the scoreboard	Multiple controllers were powered on at the same time and not all connected	Power cycle the controllers that are not operating the scoreboard.	
Scoreboard connected to MPCX2 is displaying data in the wrong places, incorrect data, or horn constantly sounds.	Control is not configured for correct scoreboard model series	Reconfigure the control (see options menu)	

If the problem persists please contact the Nevco Service Department.

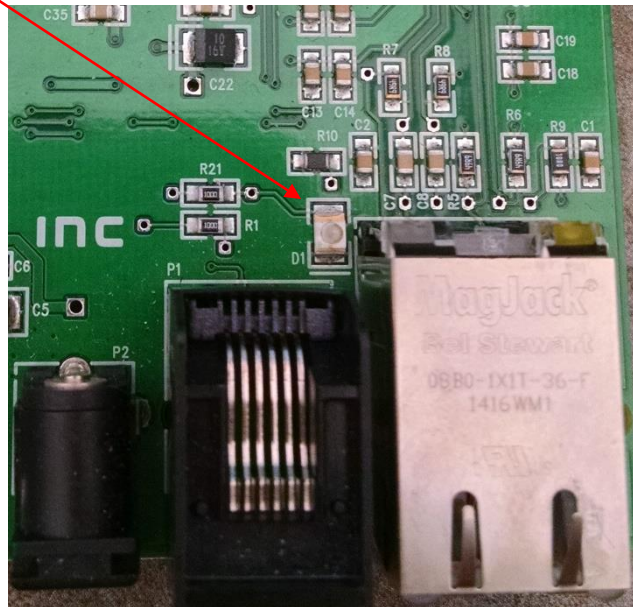
800-851-4040 or <https://support.nevco.com/contact/>

LED STATUS

The receiver has a red status LED next to the RJ12 and Ethernet jack. It can be used to diagnose the status of the MPCX2 receiver.

LED Status	MPCX2 Connection Status
Solid On	The receiver is powered on, but a connection attempt has not yet been made, or a connection attempt was unsuccessful.
Blinking Fast (multiple times a second)	The receiver is in the network and connected. The receiver may appear to not be blinking due to it blinking very quickly. If the receiver is connected to Scorbitz through the Ethernet jack, then it will blink more visibly.
Blinking Slow (approximately once a second)	The receiver is not connected but connection attempts are being made. Each slow blink is a connection attempt. If the receiver is intended for the network and it is flashing slowly but never connects then verify that the receiver list in the MPCX2 control is correct.
Solid Off	The receiver is not powered on. It is also possible that the receiver is powered on but for some reason the LED has been turned off. If this is suspected to be the case then cycle power to the receiver and the LED should turn on after a brief delay.

MPCX2 receiver status LED



RECEIVER IDENTIFICATION ON POWERUP

On powerup the receiver connected to the OCM will identify itself by flashing from the most significant 2 digit numbers to the least significant 2 digit numbers. For example, a receiver with ID 123456 will flash 12, 34, and then 56 on power up. This is used to distinguish which X2 receiver is connected to which OCM's without having to open up the scoreboard.

Features

MPCX2 Control:

- Small and light weight (fits in or clips to pocket)
- Electronic Team Name and Caption Support
- Tactile confirmation of key pressed
- High visibility transfective display
- Convenient wireless operation
- Built in wireless signal strength meter
- Power conservation circuitry
- Built in battery meter
- Long battery life
- Uses inexpensive, readily available AA batteries
- Sealed keyboard
- No slip grip
- Ergonomic single hand operation
- Internal antenna
- Mate multiple controls to same scoreboard
- Operate multiple scoreboards
- Retrofits to existing wired installations

Specifications

Size:

Approximately 3¼" x 5½" x 7/8"

Weight:

5½ oz. (including batteries)

Keypad:

12 keys

Display:

32 character LCD

Power requirements:

Two AA cells (included)

Operating distance:

1000 feet (Clear line of sight)

Receiver Output:

One BNC connector (2 loads with up to 1000 ft. coax each)

Operating temperature:

0°F to 150°F

Certifications:

FCC part 15 Class B

CE

RoHS

Note: Remove AA batteries from the X2 controller when it is not going to be used for a prolonged period of time.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/ TV technician for help.

The user is cautioned that changes and modifications made to the equipment without the approval of Nevco could void the user's authority to operate this equipment.

This class B digital apparatus meets all requirements of the Canadian Interference- Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.



WARNING: To satisfy FCC RF exposure requirements for mobile transmitting devices, a separation distance of 20 cm or more should be maintained between the antenna of this device and persons during device operation. To ensure compliance, operations at closer than this distance is not recommended. The antenna used for this transmitter must not be co-located in conjunction with any other antenna or transmitter.